

Ogre::HlmsBufferManager

Ogre::ConstBufferPool

HlmsTerrain

```
graph BT; HlmsTerrain --> OgreHlmsBufferManager; HlmsTerrain --> OgreConstBufferPool;
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'HlmsTerrain'. Two arrows originate from the top of this box and point upwards to two separate boxes. The left box is labeled 'Ogre::HlmsBufferManager' and the right box is labeled 'Ogre::ConstBufferPool'. This indicates that 'HlmsTerrain' inherits from both 'Ogre::HlmsBufferManager' and 'Ogre::ConstBufferPool'.